

# RPGGamer.org Starships D6 / Altarren Athena Corvette

## Altarren Athena Corvette

The Athena corvettes were the last capital scale spacecraft developed by Altarren Fleet Systems. Like the rest of Altarren's designs, the Athena only saw construction and deployment within the Minar sector located in the Mid Rim territories.

The Athena was to serve a more specific role than the Ares starships in the Altarren Navy. Satisfied with the number of Ares starships constructed over the past seventy years (only four other Ares were constructed after the Athena's debut), they turned to create a faster vessel oriented more to space combat than planetary assault.

The Athena featured an improved stardrive system which was supplemented by improved lateral thrusters. The Class Four hyperdrive, which was standard on the Ares, was replaced by a Class 3.8 on the Athena class vessels.

The Athenas filled their intended role as a heavy escort and patrol vessel well. With a fleet full of their own Ares and Athena class vessels combined with a variety of smaller craft purchased from outside sources, the Altarens believed they would be well-defended against any attack - the Empire would later prove them wrong.

Era Introduced: 530 years before the Battle of Yavin

Craft: Altarren Fleet Systems' SC1 Athena Corvette

Type: Corvette

Scale: Capital

Length: 325 meters; width: 40 meters

Skill: Capital ship piloting: Athena corvette

Crew: 826; gunners: 118; Skeleton: 145/+15

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D

Passengers: 40 (troops)

Cargo Capacity: 17,000 metric tons

Consumables: 5 years

Cost: Not available for sale

Hyperdrive Multiplier: x3.8

Hyperdrive Backup: x26

Nav Computer: Yes

Maneuverability: 1D+1

Space: 5

Atmosphere: 280; 800 kmh (high atmosphere only)

Hull: 4D

Sensors:

Passive: 35/0D+1

Scan: 60/1D+2

Search: 110/2D

Focus: 4/3D

Weapons:

12 Heavy Laser Pulse Batteries

Fire Arc: 4 front, 3 right, 3 left, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 2-7/24/57

Atmosphere Range: 200-700/2.4/5.37 km

Damage: 3D

40 Laser Pulse Cannons

Fire Arc: 8 front, 15 right, 15 left, 2 back

Crew: 1

Skill: Capital ship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1-5/12/23

Atmosphere Range: 100-500/1.2/2.3 km

Damage: 3D+2

18 Concussion Missile Launchers

Fire Arc: 3 front, 7 left, 7 right, 1 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 5-25/40/80

Atmosphere Range: 500-2.5/4/8 km

Damage: 3D - 8D (depending upon warhead)

Starship Complement:

2 RB34 light transports

Designer Notes: Based off of the Corvette Athena in Starship Troopers.

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